In the Specification

Please replace page 16, line 1 with the following amended paragraph:

Said gaming apparatus is normally secured by means of a locked door **290** to protect contents of gaming apparatus controller **284** which is enclosed in housing **285** when in operation. A ~~program~~ secure memory device **22** is inserted into gaming apparatus control board **284** in such manner as to present a binary program image contained in ~~said~~ a program memory device ~~as program memory~~ to a microcomputer **292** which is a part of the gaming apparatus control board and by means of which a game may be caused to be presented to a player. A remote monitor device **24** is fixed to said gaming machine enclosure and comprises means to communicate with ~~program~~ secure memory device **22**; store results of communications with the ~~program~~ secure memory device and communicate status of the program memory device to an operator or attendant.

Please replace page 16, line 15 with the following amended paragraphs:

Generally and typically, a memory device comprises means for selecting a memory location, address bus means for reading and writing data to a selected memory location, data bus means for enabling reading of data contained within a memory location, output enable /OE means for enabling writing of data to a memory location, write enable /WE means for enabling an entire program memory device, and chip enable /CE means. Chip enable must be presented with an

electrical signal which causes access to be granted to a ~~program~~ secure memory device or data cannot be read from or programmed into said ~~program~~ memory device. Typically ~~program~~ memory is accessed in a sequence in which chip enable is presented an electrical signal of a polarity to cause access to internal memory structure, a pattern of electrical signals uniquely representative of a predetermined address location within ~~program~~ memory is placed upon said address bus, an electrical signal is presented to output enable to cause an electrical path to be enabled between said predetermined address location within ~~program~~ memory and said data bus, a pattern of electrical signals representative of a binary word stored at the predetermined address location selected occurs upon the data bus.

A microcomputer or any device capable of responding to signals contained within a program memory device performs ~~aforesaid~~ action in accordance with data contained within program memory and may perform a predetermined action upon reading binary data from the data bus.

Please replace page 18, line 3 with the following amended paragraph:

FIG. 2 is a block diagram representation of a secure memory device **22** of the present invention, in accordance with one embodiment of the present invention. A means of storing a binary image of program memory is provided by electrically accessible program memory **30** (e.g., flash memory). ~~Said electrically accessible~~ The program memory is connected by means of electrically controlled paths **38** and **33** to a group of electrically conductive pins **31** by means of which

the memory communicates with a microcomputer or control device **292** in a gaming apparatus control board **284**. Signals upon address bus **37** may be controlled by microcontroller **44** acting upon control path **38**. Electrical signals placed on address bus **37** may connect directly to an external address bus **39** connected to the electrically conductive pins **31** or same electrical signals may be switched to connect to a different location depending upon logic state of **38**; if said address bus **37** is connected to address bus **39** by means of **38** in position indicated by **68**, electrical signals may be sent to program memory device **30** by means of memory socket **31**; if **38** is in position indicated by **73**, address bus access through **31** and to program memory **30** is denied. Connection to **31** is generally program memory connection to a microcontroller **292** on a gaming apparatus control board. Microcontroller **44** controls logic to switch electrical paths **33** and **38** and can prevent access of program memory by microcontroller **292** thereby disabling said gaming apparatus control board. Typically, if program data presented to microcontroller **292** is allowed to change randomly as may occur if data bus **36** is unconnected, the gaming apparatus control board may behave erratically with potentially disastrous results. Path control device **33** is controlled in a manner by **44**, by means of inverter **45** through electrically conductive path **35**, to switch to position **70** which connects electrically conductive data bus path **36** to a predetermined data pattern so as to present a predetermined value to microcontroller **292** when program memory data is not accessible due to logic state of **33**; the result of which is to cause microcontroller **292** to remain in a

predetermined state. Microcontroller **44** may read all program memory contents of program memory **30** and perform predetermined tests to determine program memory validity when electrically controlled switch **33** is in position **70** and simultaneously electrically controlled switch **38** is in position **73**; when said electrically controlled switches are in positions described, access to program memory by microcontroller **292** is prohibited and apparatus controlled by said microcontroller is inoperable. Microcontroller **44** may allow apparatus to operate in a normal manner by control of **33** and **38** in such manner as to cause address bus to be switched to position indicated by **68** and data bus to be switched to position indicated by **67**. Microcontroller **44** may communicate with a remote monitor unit or remote access device by means of electrically conductive paths **45**, **46**, and **47** which are connected in turn to electrically conductive paths **49**, **50**, and **51** by means of electrical voltage level translator **48** and finally connect to electrically controlled transceiver **52**. Said transceiver may connect to antenna **53**, which provides a communication interface.

Please replace page 20, line 17 with the following amended paragraph:

A secure memory socket may be constructed by replacing electrically accessible program memory **30** shown is **FIG.2** with an integrated circuit socket capable of accepting a program memory device. Data bus **32**, address bus **37**, write enable **40**, output enable **41**, and chip enable **36** signals connect to corresponding pins on said integrated circuit socket as specified by a device

manufacturer. Operation of said secure memory socket corresponds to operation of a secure memory device as shown above, but program memory can be inserted and removed from the integrated circuit socket and program memory can be any operator provided program memory device that corresponds to electrical pinout as fixed by the integrated circuit socket. A major difference of the two devices just described is that a secure memory device includes program memory as a part of the device and said program memory is securely fixed within and is a part of said device; it is designed as a replaceable memory component that can be inserted into a circuit board. A secure memory socket is constructed so as to allow a compatible program memory device to be inserted into said secure program memory socket and does not include a program memory device as a component; the secure memory socket is designed as a component to be firmly fixed in electrical contact with a circuit board and into which a program memory may be inserted.

Please replace page 21, line 16 with the following amended paragraph:

FIG. 3 is a block diagram representation of a device fixed to an enclosure of a gaming apparatus, in accordance with one embodiment of the present invention. The purpose of the device is to communicate status of program memory and to communicate status of change of program memory such as may occur with substitution of an entire game control board **284**, in accordance with one embodiment of the present invention. Remote monitor unit **24** may be comprised

of a microprocessor **55** running a program contained within program memory **54** with access to nonvolatile read-write memory; RAM **59**. Said remote monitor unit may communicate with secure memory device ~~30~~ 22 or secure memory socket ~~22~~ by means of communication device **63** and may also communicate with an attendant by means of said communication device. Additionally communication may occur with a host system by means of system data bus **66** and data path **65**.

Please replace page 22, line 5 with the following amended paragraph:

FIG. 4 is a block diagram of a gaming apparatus controller **284**, in accordance with one embodiment of the present invention. The gaming apparatus controller **284** may be central processing unit **292**, which may be a microprocessor or microcontroller and generally and typically runs a program that is contained within program memory ~~22~~ 30. Said program memory may commonly be of a semiconductor construction or a rotating storage device, but may be any device capable of being accessed for program instructions by said central processing unit.